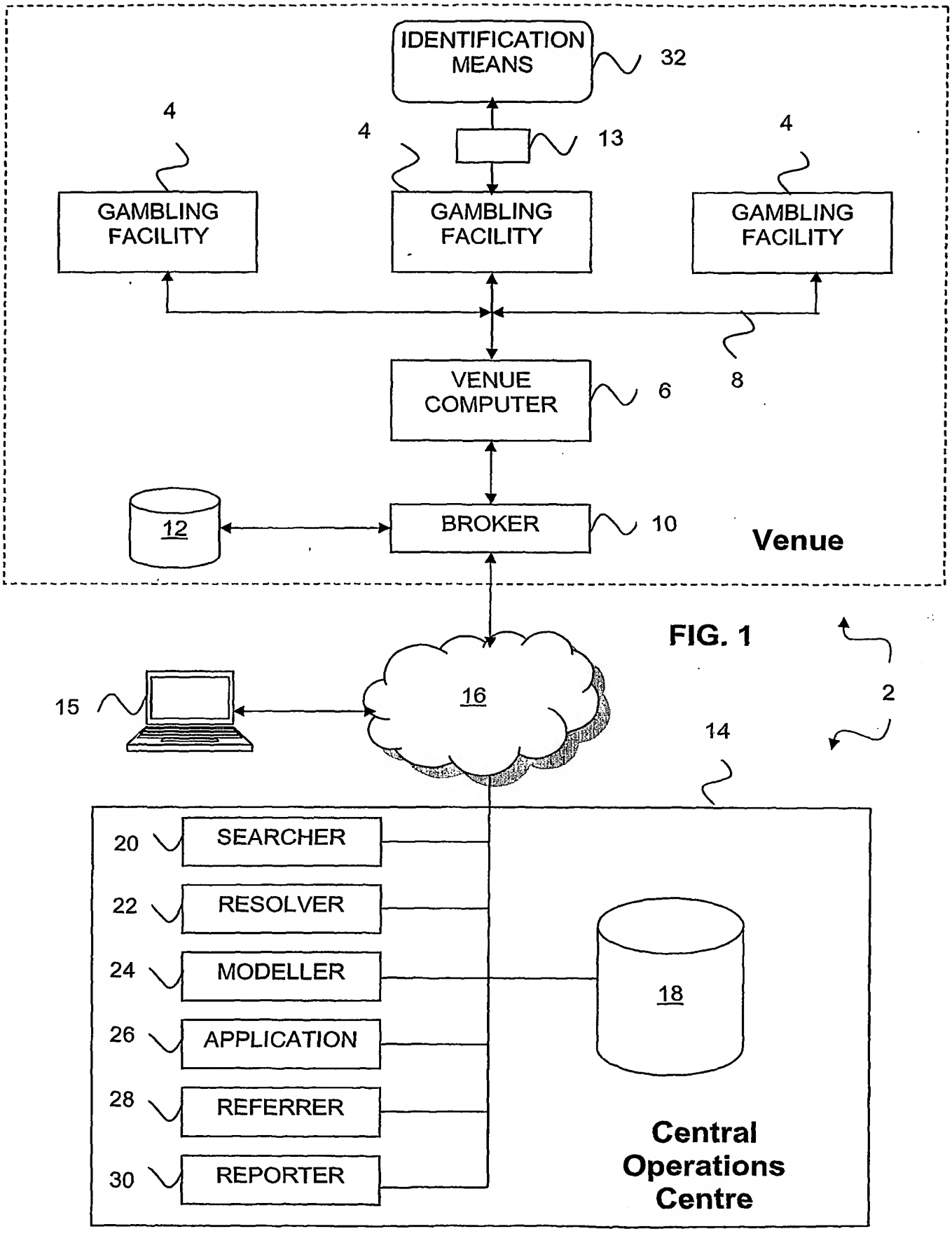

IDENTIFICATION MEANS
32
4
4
13
4
GAMBLING FACILITY
GAMBLING FACILITY
GAMBLING FACILITY
VENUE COMPUTER
6
8
12
BROKER
10
Venue
15
16
2
14
20
SEARCHER
22
RESOLVER
24
MODELLER
26
APPLICATION
28
REFERRER
30
REPORTER
18
Central Operations Centre

FIG. 1

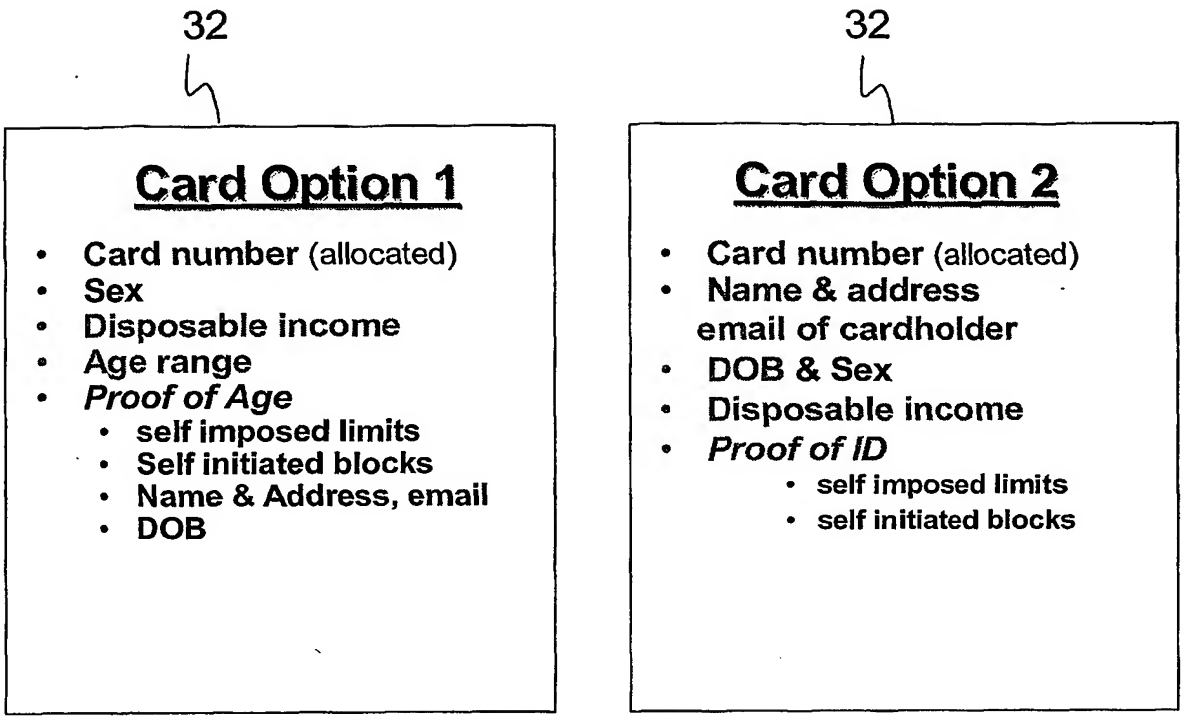
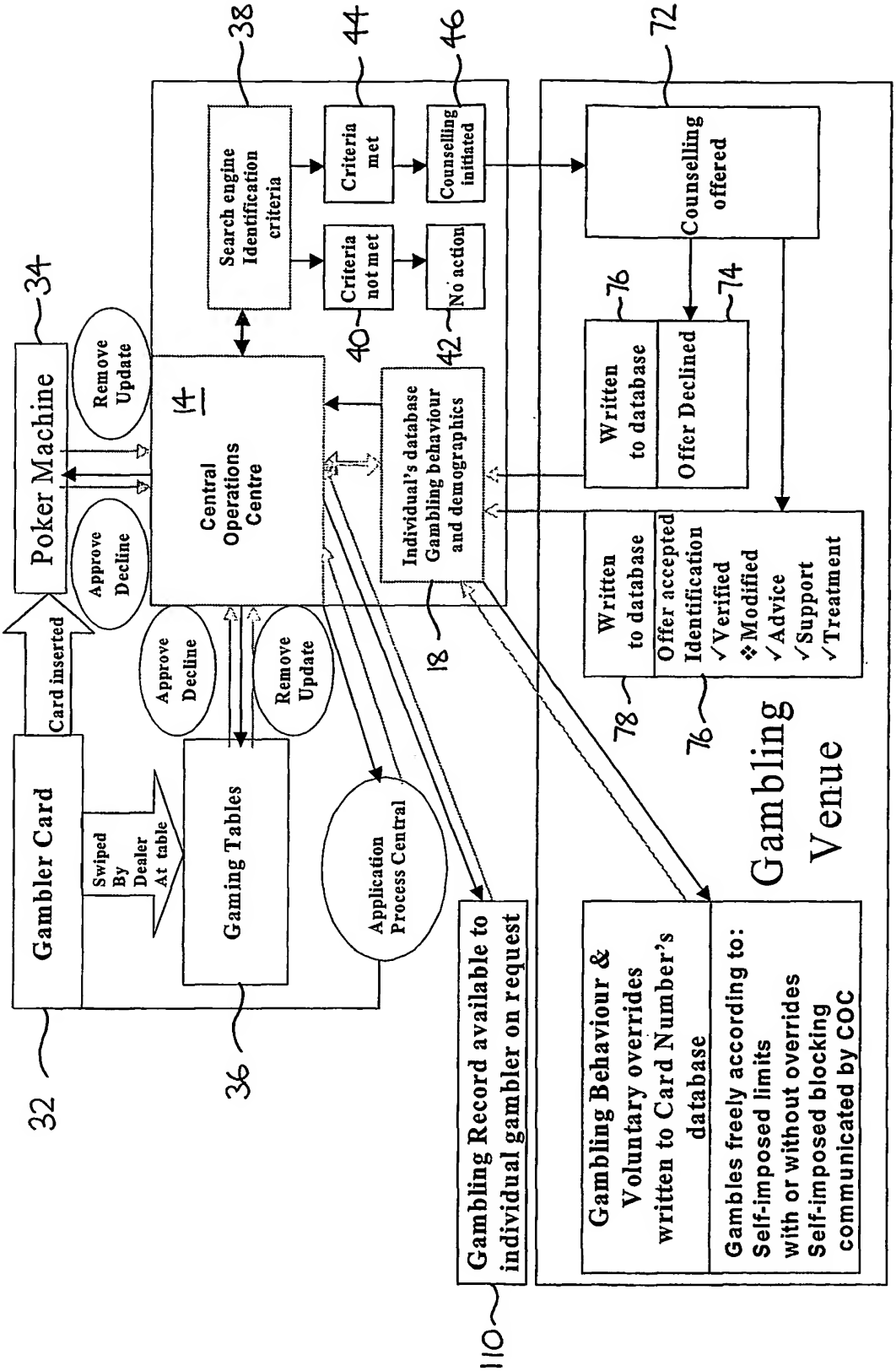

32
Card Option 1
Card number (allocated)
Sex
Disposable income
Age range
Proof of Age
self imposed limits
Self initiated blocks
Name & Address, email
DOB
32
Card Option 2
Card number (allocated)
Name & address
email of cardholder
DOB & Sex
Disposable income
Proof of ID
self imposed limits
self initiated blocks

FIG. 2

FIG. 3


Gambler Card
Card inserted
Poker Machine
Swiped By Dealer At table
Gaming Tables
Approve Decline
Remove Update
Central Operations Centre
Search engine Identification criteria
Criteria met
Criteria not met
Counselling initiated
No action
Individual's database Gambling behaviour and demographics
Application Process Central
Gambling Record available to individual gambler on request
Counselling offered
Written to database
Offer Declined
Written to database
Offer accepted Identification
✓Verified
❖Modified
✓Advice
✓Support
✓Treatment
Gambling Behaviour & Voluntary overrides written to Card Number's database
Gambles freely according to: Self-imposed limits with or without overrides Self-imposed blocking communicated by COC
Gambling Venue
32
34
36
38
40
42
44
46
72
74
76
78
18
110

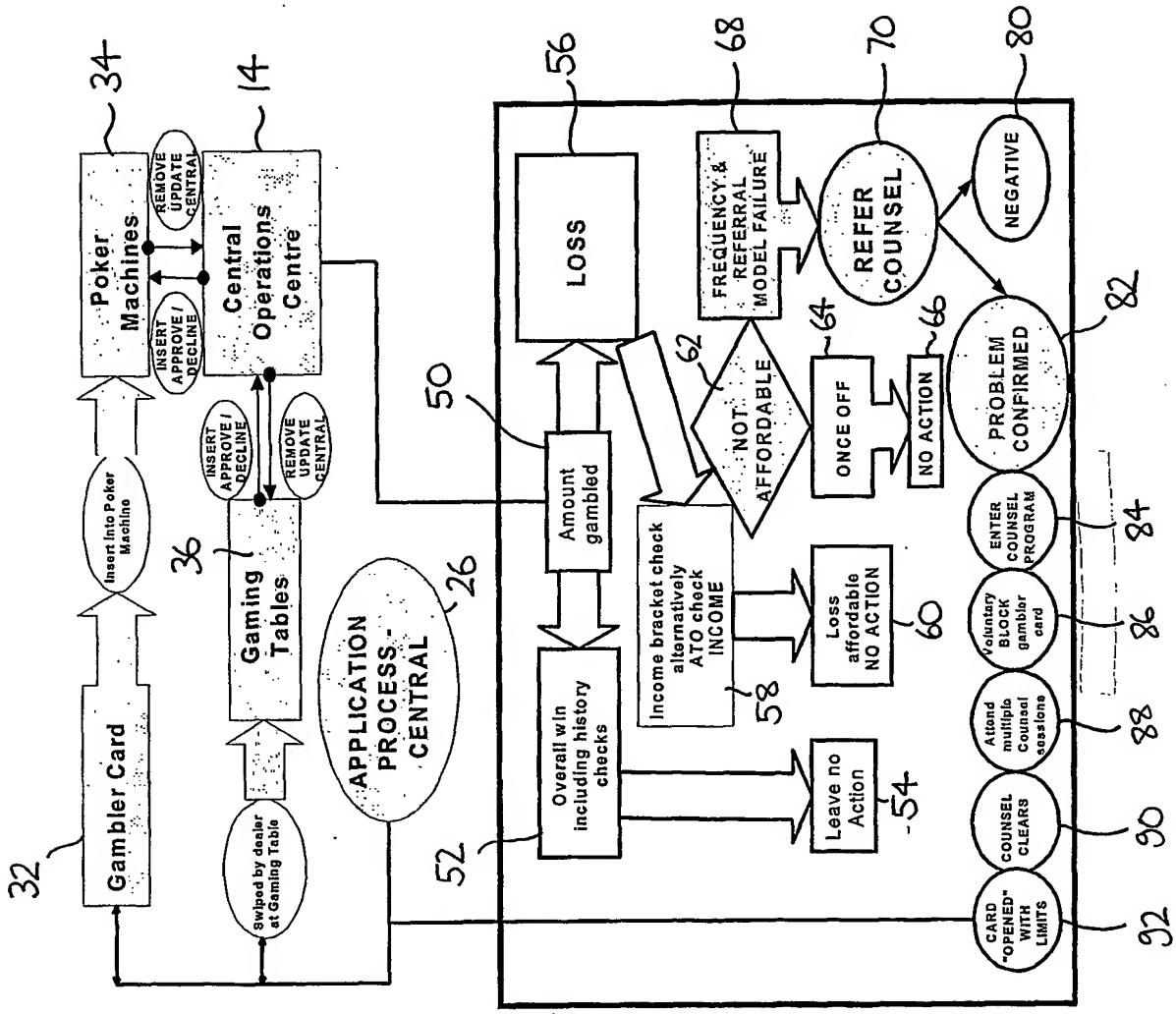

Gambler Card
Insert into Poker Machine
Swiped by dealer at Gaming Table
Poker Machines
INSERT APPROVE / DECLINE
REMOVE UPDATE CENTRAL
Central Operations Centre
INSERT APPROVE / DECLINE
REMOVE UPDATE CENTRAL
Gaming Tables
APPLICATION PROCESS - CENTRAL
Amount gambled
Overall win including history checks
Income bracket check alternatively ATO check INCOME
Leave no Action
Loss affordable NO ACTION
NOT AFFORDABLE
ONCE OFF
NO ACTION
FREQUENCY & REFERRAL MODEL FAILURE
REFER COUNSEL
NEGATIVE
PROBLEM CONFIRMED
ENTER COUNSEL PROGRAM
Voluntary BLOCK gambler card
Attend multiple Counsel sessions
COUNSEL CLEARS
CARD "OPENED" WITH LIMITS
LOSS
32
34
14
36
26
50
52
54
56
58
60
62
64
66
68
70
80
82
84
86
88
90
92

FIG. 4

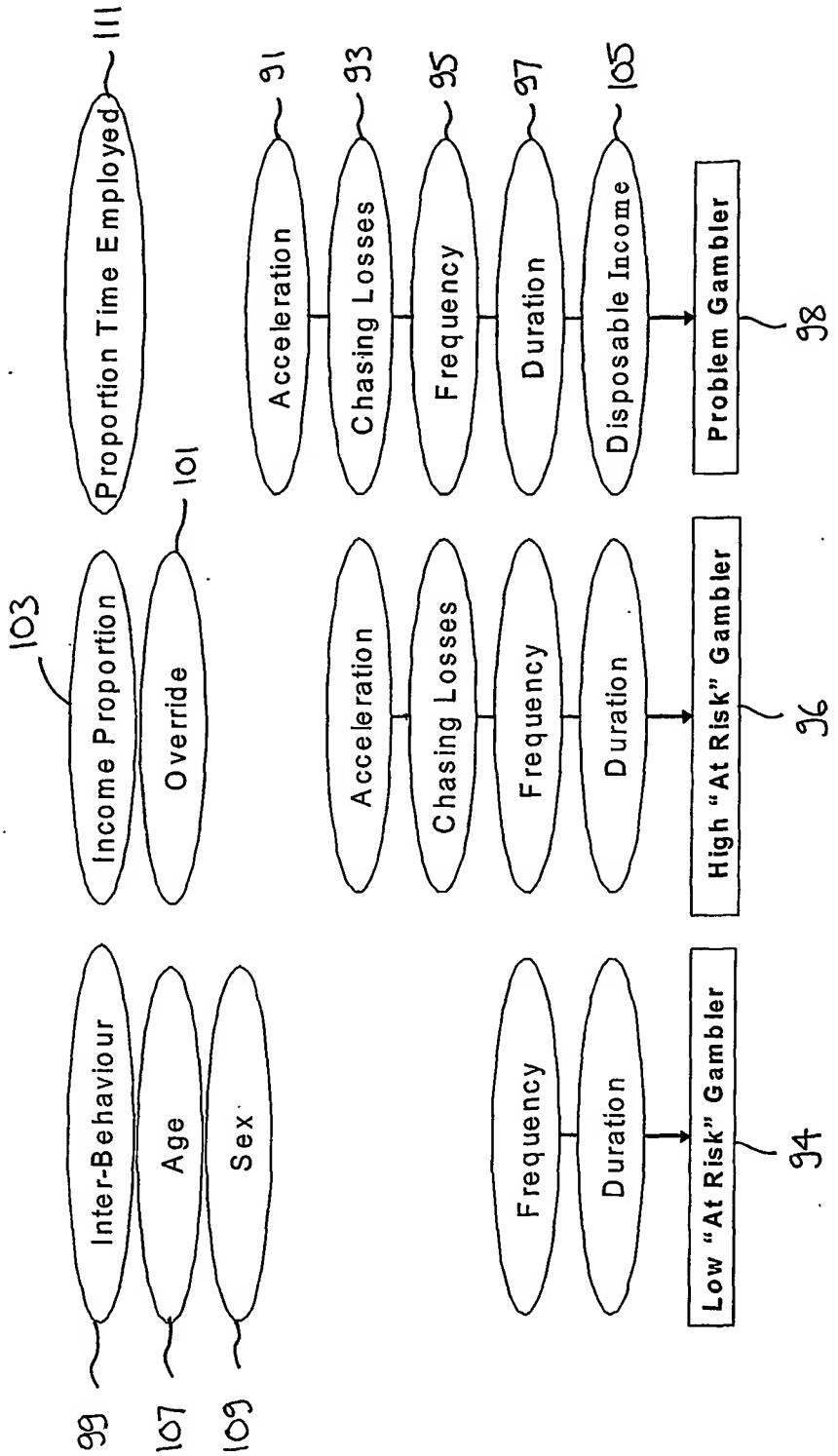

Proportion Time Employed
111
Income Proportion
103
Override
101
Inter-Behaviour
99
Age
107
Sex
109
Acceleration
91
Chasing Losses
93
Frequency
95
Duration
97
Disposable Income
105
Problem Gambler
98
Acceleration
Chasing Losses
Frequency
Duration
High "At Risk" Gambler
96
Frequency
Duration
Low "At Risk" Gambler
94

FIG. 5

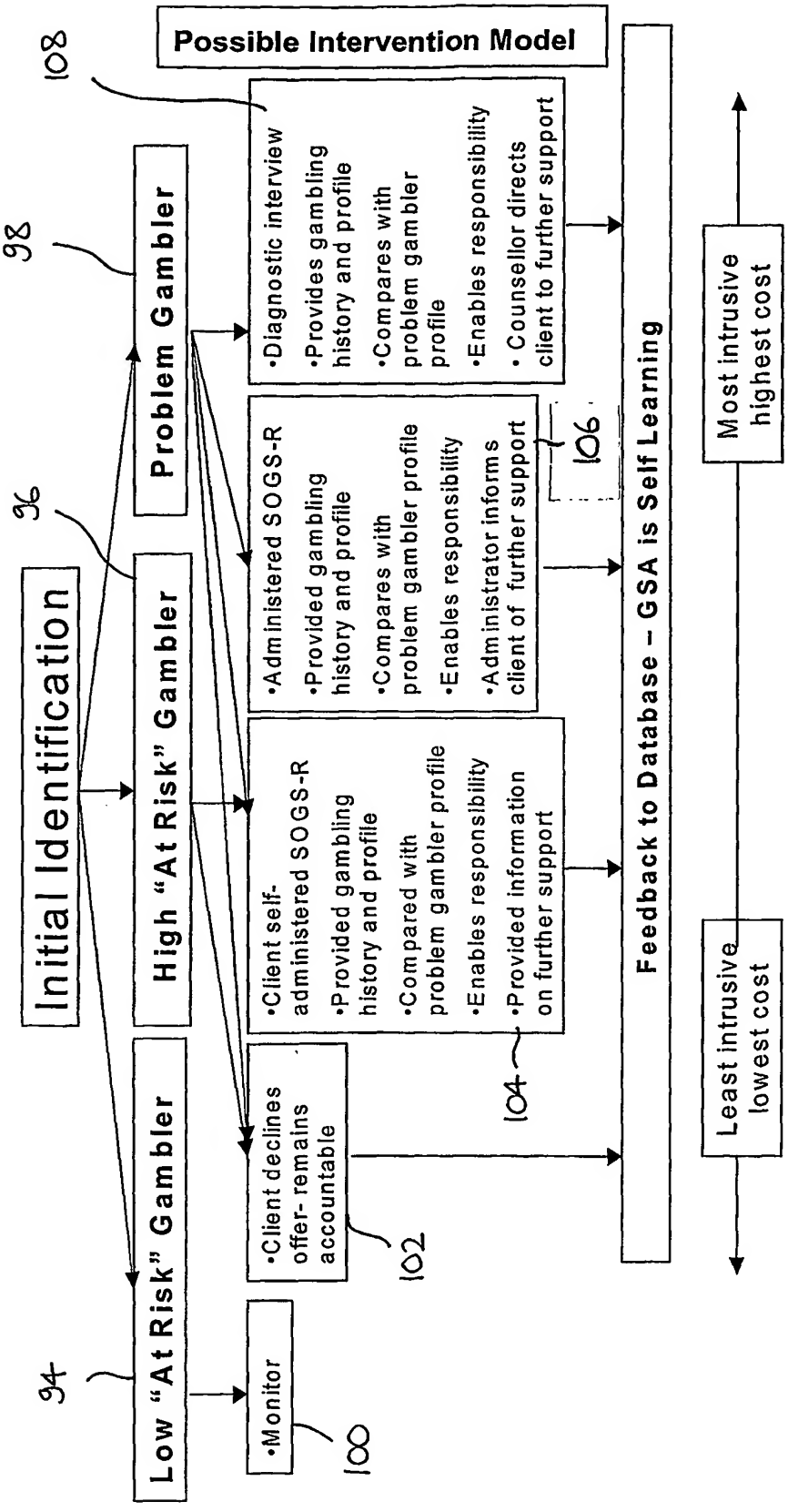

Possible Intervention Model
108
Initial Identification
Low "At Risk" Gambler
High "At Risk" Gambler
Problem Gambler
94
96
98
•Monitor
100
•Client declines offer- remains accountable
102
•Client self-administered SOGS-R
•Provided gambling history and profile
•Compared with problem gambler profile
•Enables responsibility
•Provided information on further support
104
•Administered SOGS-R
•Provided gambling history and profile
•Compares with problem gambler profile
•Enables responsibility
•Administrator informs client of further support
106
•Diagnostic interview
•Provides gambling history and profile
•Compares with problem gambler profile
•Enables responsibility
• Counsellor directs client to further support
Feedback to Database – GSA is Self Learning
Most intrusive highest cost
Least intrusive lowest cost

FIG 6

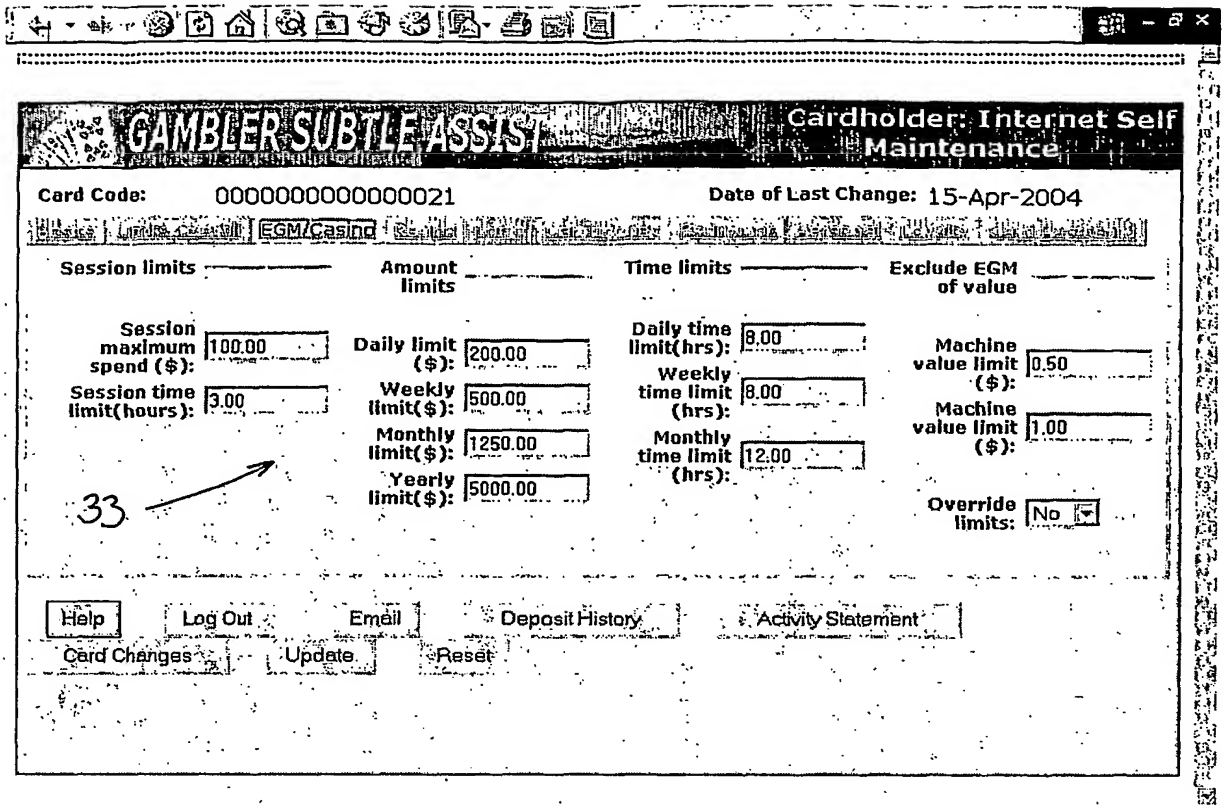


FIG 7

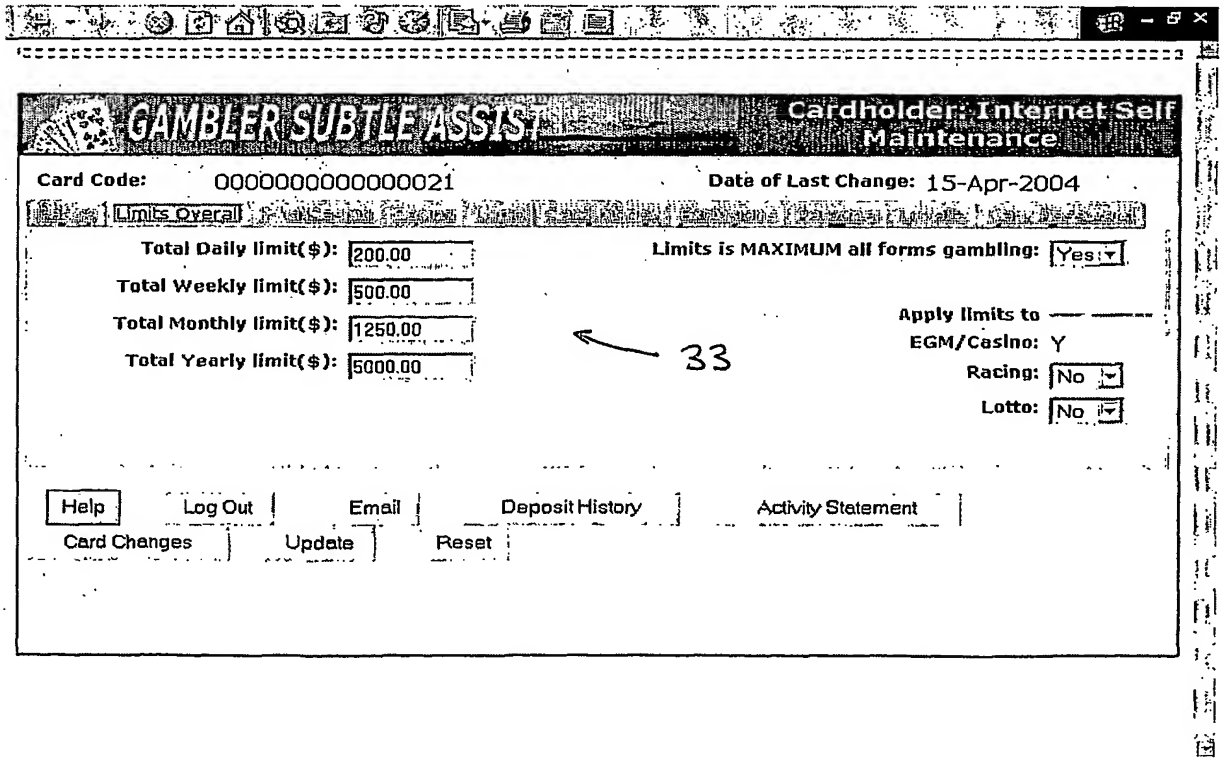


FIG 8

BEST AVAILABLE COPY

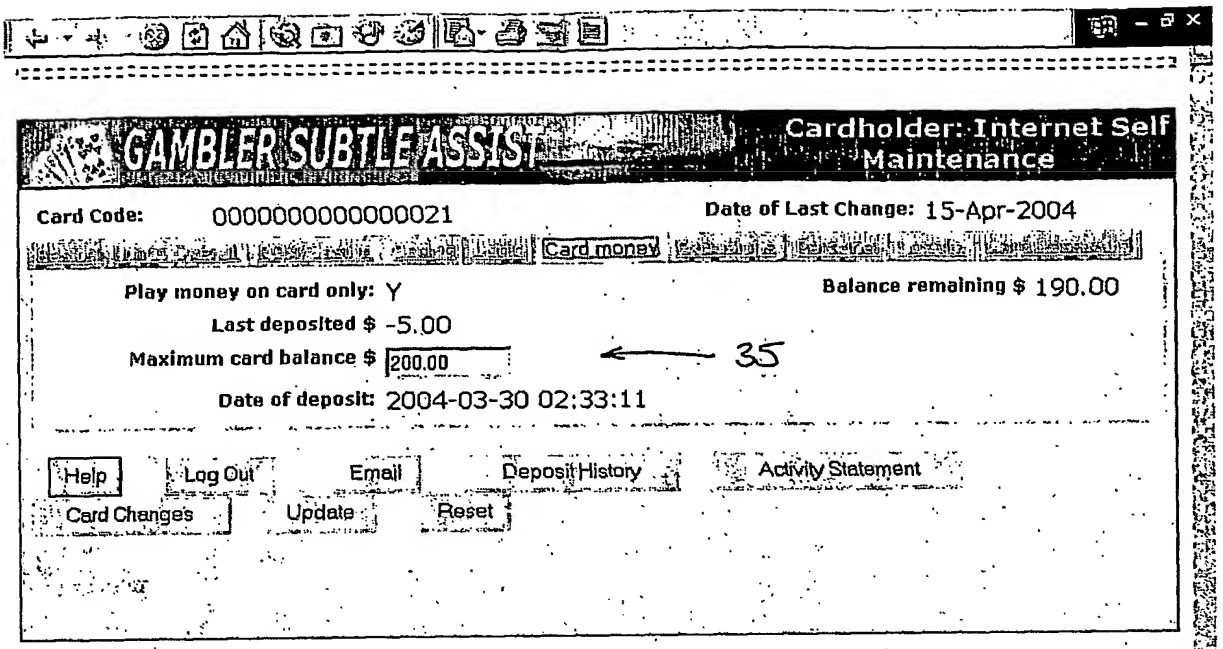


FIG 9

BEST AVAILABLE COPY